

# SONIC

## THE COMIC

NEW STORY  
THE **HIVE**

### BUZZING ACTION!

BADNIK PIN-UP!  
BUZZ BOMBER!

NEW  
STORY

DECAP ATTACK!  
MR CUDDLE BUNNY!

NEW  
STORY

CAPTAIN  
PLUNDER!  
SHANGHAIED!



PLUS

SONIC 3 Q ZONE TIPS  
ICECAP & LAUNCH BASE

MEGA DRIVE REVIEWS

- \* POCAHONTAS
- \* PINOCCHIO

£1.20 • No 91  
26 NOVEMBER 1996  
EVERY FORTNIGHT



**STC3**  
Archive

UK's OFFICIAL SEGA COMIC



THE CHAOTIX CREW'S  
SECRET SATELLITE BASE  
IN THE SPECIAL ZONE.



# SONIC

## The Hive

NEW  
STORY

Script: MIKE KITCHEN Art: SEBASTIAN CHURCH  
Coloring: JOHN STREIB Lettering: TONY DESAY

IT'S LATE, BUT ONCE AGAIN  
SONIC CAN'T SLEEP.

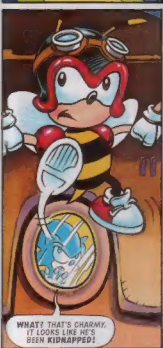
THERE'S GOT TO BE  
A WAY FOR ME TO ESCAPE  
AND RETURN TO MOBIUS...  
THERE'S GOT TO BE!

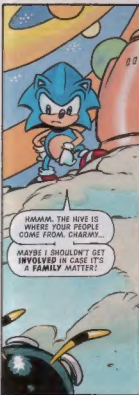
CHARMY BEE DRIVES EVERYONE  
CRAZY! IF HE DISAPPEARS,  
NOBODY IS GOING TO MISS HIM!


ALL I HAVE TO DO IS WALK AWAY  
AS IF I HAVEN'T SEEN ANYTHING...

WHO AM I KIDDING? I'VE GOT  
TO HELP THE LITTLE RUNT...  
ALTHOUGH I'LL PROBABLY HATE  
MYSELF IN THE MORNING!

WHAT? THAT'S CHARMY.  
IT LOOKS LIKE HE'S  
BEEN KIDNAPPED!







OH SONIC, I'M SO GLAD  
YOU CHANGED YOUR MIND!  
YES INDEEDY-DIDDLY!

JUST  
SHUT IT!

AFTER A SHORT  
JOURNEY...



THAT'S  
THE HIVE?



YUP, THAT  
WAS HOME  
BEFORE I  
JOINED THE  
CHAOTIX CREW.





CHARMY,  
WHAT KIND OF  
TROUBLE ARE  
YOU IN WITH  
THE QUEEN?



THE  
COMPLICATED  
KIND!

I KNEW IT  
WOULD BE!



THE QUEEN WILL BE  
PLEASED TO SEE YOU  
AGAIN, CHARMY!

OH JEEPERS!



WHAT ARE  
THESE BEES  
UP TO?

OH, JUST  
MAKING  
GOLD.



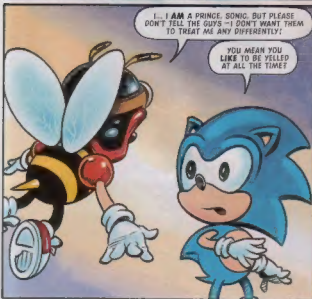
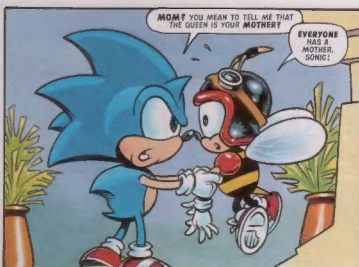
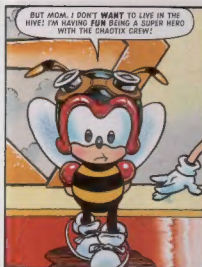
GOLD? YOU CAN'T MAKE  
GOLD, YOU IDIOT... PEOPLE  
HAVE TRIED FOR CENTURIES  
AND IT'S IMPOSSIBLE!

NOT IF YOU  
KNOW NOW!

REMEMBER THE BEES  
WHO WERE LEAVING THE  
HIVE AS WE ARRIVED?

WELL, THEY SEARCH  
THE SPECIAL ZONE FOR  
THE INGREDIENTS, WHICH  
ARE THEN BROUGHT HERE  
TO BE TURNED INTO  
SOLID GOLD!

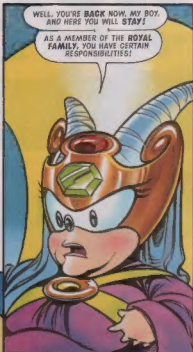








CHARMY, HOW COULD YOU WORRY YOUR MOTHER... YOU'VE BEEN GONE FOR MONTHS AND NOT ONE CALL!



WELL, YOU'RE BACK NOW, MY BOY, AND HERE YOU WILL STAY!

AS A MEMBER OF THE ROYAL FAMILY, YOU HAVE CERTAIN RESPONSIBILITIES!



YOUR MAJESTY, THE HIVE IS UNDER ATTACK... THE WASPS HAVE RETURNED!



ATTACK! THIS TIME WE WON'T BE STOPPED!

THE HIVE WILL SOON BELONG TO VESPER AND HIS WARRIORS!

NEXT ISSUE: THE SWARM!

# REVIEW ZONE

YOUR GUIDE TO NEW GAMES, RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM

UNDER 40 = YAWNSVILLE

40-70 = NORMALSVILLE

70-90 = FUN CITY

90-99 = BIG TIME CITY

OVER 99 = MEGA CITY

## POCAHONTAS

Reviewed by Chris Jones.



GAME TYPE: ADVENTURE  
PLAYERS: 1

PUBLISHER: SEGA  
PRICE: £44.99

RELEASE DATE: OUT NOW  
AGE SUITABILITY: ALL

Disney's big film of last year *Pocahontas*, focused on the life of a young native American girl. Now Pocahontas is the star of a 24 Meg platform, puzzle game on the Mega Drive. The game sticks closely to the action seen in the film as you battle through frontier lands to try and prevent the onset of war and save Pocahontas' 'love' interest, John Smith.

There are 65 different challenges for you to conquer and you can do it by playing as Pocahontas or Meeko her raccoon buddy. You can expect all the usual things from a platform game and a little bit more. The puzzle elements in the game make it a very interesting concept. Having a non-violent natural world content makes it similar to a game like *Ecco the Dolphin*.

In keeping close to the film's plot, one of the aims of the game is to help any animals you come across during your adventure. If you find a distressed deer with a bramble bush entangled in its horns, then by helping it you will absorb its spirit. Certain spirits will give you new abilities and enable you to swim rivers or climb trees. There is even a spirit menu that tells you which animals you still need to recover!

The game has some good effects including bright, colourful graphics, highly detailed sprites and smooth animation. The gameplay holds your attention because of the intriguing puzzle solving involved in order to complete the adventure.



However, these puzzles were not that difficult and once solved, are dull to repeat.

### FINAL COUNTDOWN

#### RAVES

Good game conversion.  
Puzzles to solve add to originality.



GRAPHICS 85

SOUND 83

#### GRAVES

Not choc full of action.



PLAYABILITY 87

OVERALL 85

# PINOCCHIO



GAME TYPE: ADVENTURE  
PLAYERS: 1

PUBLISHER: SEGA  
PRICE: £44.99

RELEASE DATE: OUT NOW  
AGE SUITABILITY: ALL

Pinocchio is Disney's famous story of the wooden puppet that comes to life. The puppet maker Geppetto builds Pinocchio to be his own son. However, even though he comes alive, he is still just a chunk of wood who goes on adventures accompanied by his friend and conscience, Jiminy Cricket!

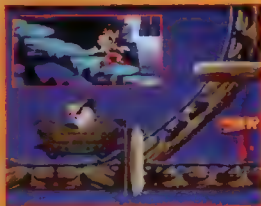


In this new platform game, Geppetto wants the boy Pinocchio to track down the magical Blue Fairy who can grant one wish: that is for Pinocchio to become a real boy (no more smoothing down with wood varnish then). This wish will only be granted if Pinocchio earns the badges of truth, bravery and unselfishness whilst on his travels. Will he do it or will he continually be on the look out for termites and woodworm?

Set over nine levels, you can play as Pinocchio or Jiminy as you wander first of all through an old Italian town in search for pieces of each badge. While exploring, you must watch out for a few nasty enemies such as a kamikaze seagull who dive bombs you and a gaggle of geese that set about you with their beaks! All through this, Pinocchio jumps around, goes through doors and swings on signs to get enough leverage to fly through the air.



This is a fairly average platform offering with little originality. The graphics are passable and the gameplay is okay. The music is weedy and annoying! Overall, there is a lack of things to do and not enough action to distract you. Games like this do nothing for the Mega Drive after the recent success of *Jay Story* and *Worms*. Pinocchio is for Disney addicts only.



## FINAL COUNTDOWN

### RAVES

Pinocchio and Jiminy  
Toot! quack!  
coo!



GRAPHICS 60

SOUND 64

### GRAVES

Not one  
unimaginative.



PLAYABILITY 72

OVERALL 70

EVEN IN NEW TEK CITY THE SIGHT OF A PIRATE SHIP IS A LITTLE UNUSUAL

I'VE GOT TO HAND IT TO BB FINCH, ATTACHING THE WIRE STAR POST TO MY NEW SHIP WAS A STROKE OF GENIUS!

**CAPTAIN**  
**Phunder**  
**SHANGHAIED**

THANKS  
BE KINDLY  
CAPTAIN PHUNDER  
GIR

USING  
THE STAR POSTS  
DIMENSION HOPPING  
POWER NO ZONE  
IS SAFE FROM  
US!

WE'LL  
SOON BECOME  
THE MOST FEARED  
PIRATES IN  
HISTORY!

WE'LL START BY  
KEEPING THIS  
ZONE SHY

JUST AS  
SOON AS MY PRESS  
GANG RUSTLE ASHORE  
SOME NEW CREW  
MEMBERS

THAT MOMENT IN  
NEW TEK CITY'S  
DOCKLANDS.

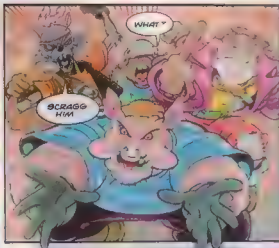
THE  
RUNT'S TOO  
SKINNY!

WE'LL  
HAVE TO DO... THE  
CAP'N WILL HAVE OUR HIDES  
IF WE GOES BACK EMPTY-  
HANDED!

DO  
YOU HAVE  
TO BE SO  
ROUGH?

SOMETIMES  
I THINK EE WASN'T CUT  
OUT TO BE A PIRATE,  
S'ONEY!

LET'S  
GET 'IM BACK  
TO THE SHIP  
MATES



SOON

HERE  
THEY ARE  
CAPTAIN

SPACE  
THE OLD MAIN  
BRACE AND HOWEY  
THE 40' GUNNEL BY  
THE PORT YARD  
ARM AND

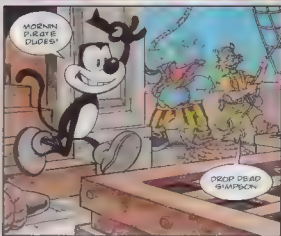
SHUT  
'ER TRAP  
HARDON

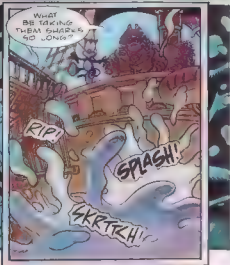
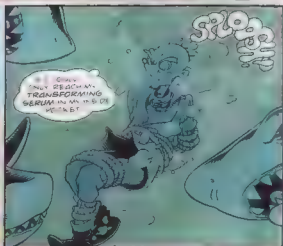
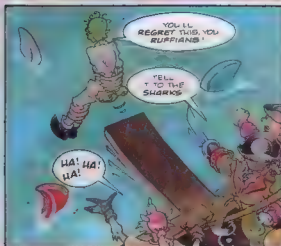
ONLY ONE!  
YOU USELESS  
SCUMMY GEE-  
OGGS!

BUT  
CAP'N WE

CHUCK  
HIM IN THE HOLD  
I'LL DEAL WITH HIM  
LATER!









# Decap ATTACK

NEW  
STORY

## THE LEGEND OF MR CUDDLE BUNNY

SCRIPT  
NIGEL KITCHING  
& RICHARD RAYNE

ART  
NIGEL KITCHING

LETTERING  
ELLIE DEVILLE

MIDNIGHT AND CASTLE FRANK N STEIN  
HAS AN UNEXPECTED VISITOR

BING  
BONG!

IF THIS IS  
A DOUBLE GLAZING  
SALESMAN, HE'S GOING  
IN THE PIT WITH THE  
OTHERS.

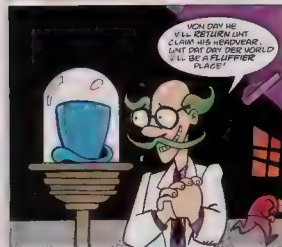
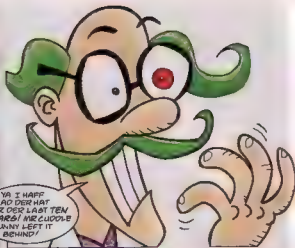
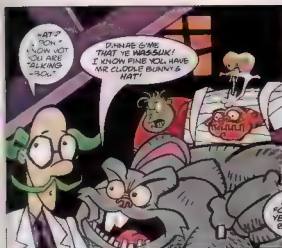
OOT MA  
WAY YE WEE  
TIMEROUS NIMPT  
AND NO BACKIE  
ANSWERS.

OR  
WOU'D YE  
DREAM O?

THE NAME'S  
MYCOSIS, MICK C  
MYCOSIS!

YE SHRIVELLED  
UP GOATS DROPPING.  
I'VE COME FAE THE HAT,  
KEN!

YOU MUST  
HAVE DER WRONG  
PLACE ... MINE NAME  
IS PROFESSOR  
FRANK N  
STEIN!







HE'S  
HEADING FOR  
THE DYING  
SOUTH WEST  
TOWER



NO!



HE HP'S  
ESCAPED!  
THERE'S NO  
TELLING  
WHAT HE'S  
CAPABLE  
OF!

WHO'S  
ESCAPED?



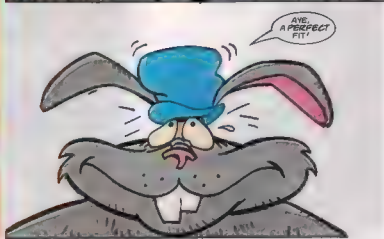
MR CUDDLE  
BUNNY! I'VE HAD  
HIM LOCKED UP IN  
THE TOWER FOR  
YEARS!

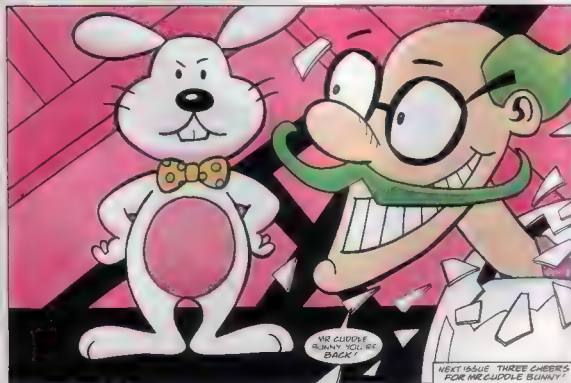
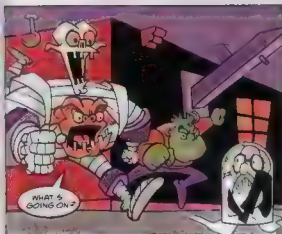


I HAD  
TO DO T ANY  
THING TO STOP  
HIM PUBLISHING  
THOSE TERRIBLE  
BOOKS OF  
H'S



EEEE-YAAAAA!





NEXT ISSUE THREE CHEERS FOR MR CUDDLE BUNNY!



# Q ZONE

BECAUSE SO MANY OF YOU HAVE DEMANDED HELP ON THE CLASSIC SONIC GAMES, BOOMERS ARE REQUESTED TO HOLD THOSE Q ZONE QUERIES.

## BOOMER ALERT

STC WILL LET YOU KNOW WHEN THE Q ZONE IS OPEN FOR HINTS AND TIPS ON OTHER MEGA SEGA GAMES.



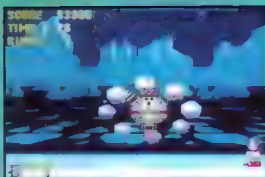
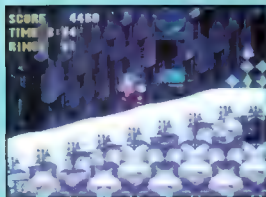
# SONIC THE HEDGEHOG 3 Revisited



## PART 1 THE ICECAP ZONE

### ACTS 1 & 2

Dig out those thermals and prepare to enter the Icecap Zone! The same items are in both acts, all of which are covered in this section.



### BEWARE:

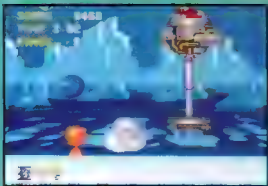
- Ice Blasters
- Ice Blocks
- Ice Pillars
- Ramming Pillar
- Snow Falls
- Snow Ledge
- Spring Boards
- Spring Drums
- Spring-loaded Drums
- Stalactites
- Swing Lifts



### BADNIKS TO AVOID:

- Penglinators
- Star Pointers

Both acts have Sonic and Tails slippin' and slidin' around, so a steady handed joypad control is a must. Don't be fooled into thinking that there aren't many obstacles to overcome - those you do find are very tricky, and timing is crucial!



The Ice Blasters are fiendish, while the upward moving Swing Lifts which Sonic uses to get to the next platform are awkward and require practice. Avoid them by running right and hoping! Get your timing right for the Spring-loaded Drums, but remember...avoid those Penguinators as they keep coming back!

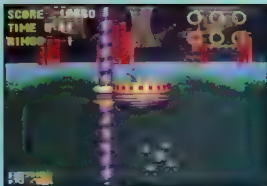
## LEVELS 1 & 2

### ACTS 1 & 2

The items encountered here are similar to those in the Icecap Zone. However, Act 2 has more Doctor Robotnik TV's to avoid, and more TV power-ups to collect in the form of Water and Fire Shields. Act 2 also has faster and longer sections to complete. Both are seriously heavy rounds, so you really have to earn those points to keep Sonic alive!

#### BEWARE:

- Catapult Levers
- Flame Walls
- Floating Platforms
- Overhead Lasers
- Overhead Swing
- Rotating Gold Cups
- Rotating Red Sirens
- Travelators
- Tubes



#### BADNIKS TO AVOID:

- Corky
- Flybots
- Orbinauts
- Ribots
- Snail Blasters

Launch Base is extremely hazardous to your health! You are faced with a heavy duty line-up of spikes, Flybot homing birds, flame throwers and ball-swinging Ribots! Take your time and jump over or run past them!

Some of the worst combos come on the huge magnetic rotating drums, which have spiked orbs in the middle and underneath. They are mixed with springs and flame throwers to give a dangerously painful combo. Not for timid Boomers!



NEXT ISSUE: BEAT THE BOSSES!

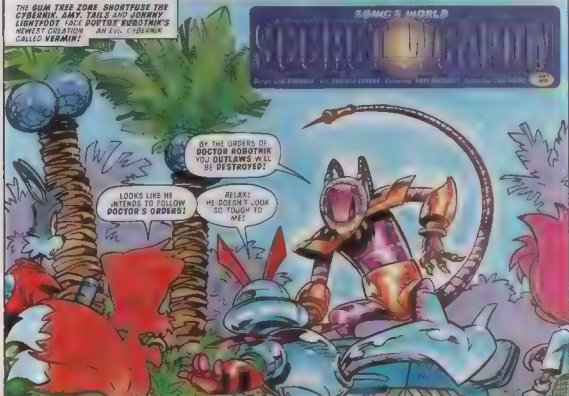


THE GUM TREE ZONE SHORTFUSE THE CYBERNIK, AMY, TAILS AND JOHNNY LIGHTFOOT FACE DOCTOR ROBOTNIK'S NEWEST CREATION AN EVIL CYBERNIK CALLED VERMIN!

SONIC'S WORLD

Design: LEE STRANGLER Art: ROBERTO DURAN Coloring: ART PATRICK Scripting: JEFF MANN

10



BY THE ORDERS OF DOCTOR ROBOTNIK YOU OUTLAWS WILL BE DESTROYED!

LOOKS LIKE HE INTENDS TO FOLLOW DOCTOR'S ORDERS!

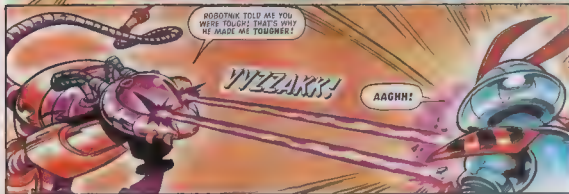
RELAX! HE DOESN'T LOOK SO TOUGH TO ME!



IF YOU'RE LOOKING FOR TROUBLE YOU'VE PICKED ON THE WRONG GUY RAT FEATURES!

FFZAP!

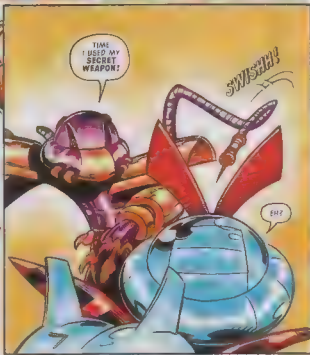
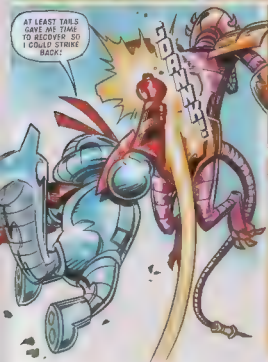
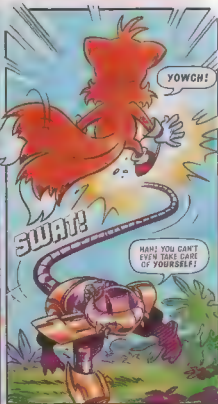
UGGH!

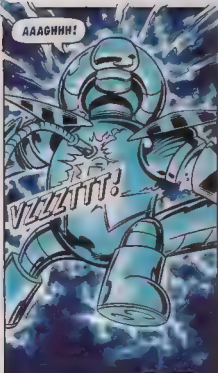


ROBOTNIK TOLD ME YOU WERE TOUGH! THAT'S WHY HE MADE ME TOUGHER!

WIZAKK!

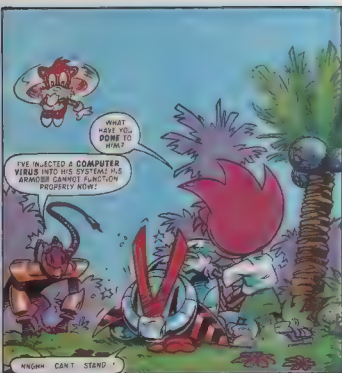
AAGHH!





AAAGHHH!

VZZZZT!



WHAT HAVE YOU DONE TO HIM?

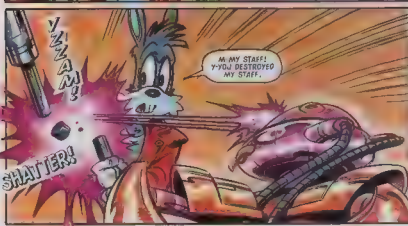
I'VE INJECTED A COMPUTER VIRUS INTO HIS SYSTEM! HIS ARMOR CAN'T FUNCTION PROPERLY NOW!

MNNH CAN'T STAND



WELL, WE'RE NOT CYBERNETS! YOU CAN'T BEAT US THAT WAY!

I DON'T THINK YOU'LL PRESENT ME WITH TOO MUCH OF A PROBLEM RABBIT!




IN MY STAFF! Y-YOU DESTROYED MY STAFF!

SHATTER!



WELL SPOTTED! NOW, MAD ME WHAT MY EYE BEAMS WILL DO TO YOU!



A red bat-like character with a white chest patch and a red cape is talking to Amy Rose. Amy is pointing at the bat character. In the background, there is a large tree with purple fruit.

LUCKY I REMEMBERED THAT IN THIS ZONE,  
THE GUM TREE FRUIT CONTAINS AN ACID  
GUM THAT'S CORROSIVE TO METAL!

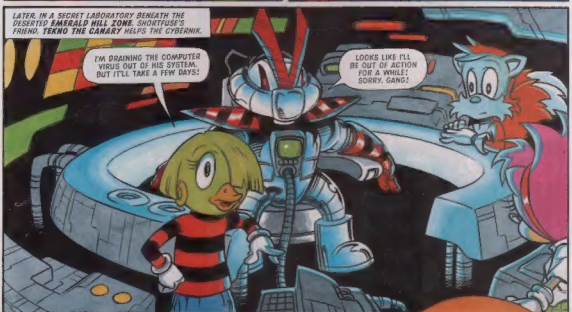
SMART  
THINKING,  
AMY!

A bat-like character is carrying a small, red, bat-like robot. The bat character is wearing a red jacket with a blue bat logo on the sleeve.

SHORTFUSE NEEDS HELP!  
ANYONE KNOW HOW TO  
REPAIR A CYBERNIK?


TAKE ME TO...  
**EMERALD HILL ZONE...**  
SECRET WORKSHOP...

LATER, IN A SECRET LABORATORY BENEATH THE  
DESERTED EMERALD HILL ZONE, SHORTFUSE'S  
FRIEND, **TEKNO THE CANARY** HELPS THE CYBERNIK.

A green bird-like character with a red and black striped shirt is working on a small, red, bat-like robot. The robot is lying on a blue circular platform. A bat-like character is standing next to the robot, looking on.

I'M DRAINING THE COMPUTER  
VIRUS OUT OF HIS SYSTEM,  
BUT IT'LL TAKE A FEW DAYS!

LOOKS LIKE I'LL  
BE OUT OF ACTION  
FOR A WHILE!  
SORRY, GANG!

Sonic the Hedgehog and Amy Rose are talking to a small, red, bat-like robot. Sonic is holding the robot's hand.

DON'T WORRY, SHORTFUSE!  
IF ROBOTNIK ATTACKS,  
WE'LL DEAL WITH IT!

YEAH! JUST  
GET BETTER,  
SHORTFUSE!

A small, red, bat-like robot is talking to Sonic the Hedgehog and Amy Rose. The robot is holding a small, red, bat-like robot.

THANKS, PAL - BUT  
THE NEXT TIME  
VERMIN ATTACKS,  
I'LL BE READY! HE  
WON'T BEAT ME  
AGAIN AND THAT'S  
A PROMISE!

THE END, BUT STICK  
WITH STG FOR A  
FUTURE REMATCH!

NEXT ISSUE: ROBOTNIK STARS IN HEAD IN THE CLOUDS!





## WILL HE GO?

Dear STC,

Congratulations, your comic is cooler than Sonic himself! Between you and me, I think that a certain hedgehog should come north of the border and build a Sonic headquarters here in Cumbernauld. Scott Goldie, Cumbernauld. Glasgow, Scotland. Sega Mega Hog Tag Winner.



One thing's for sure, Scott, he'll be sure to take the fast road!



Send your e-mail messages to:

[stc@egmont.co.uk](mailto:stc@egmont.co.uk)

Be sure to include your snail mail (postal) address if you want to win a prize!

## EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL SEGA MEGA HOG TAG!



## AULD HAND SIGN!

Dear STC,

I like the action in your comic but I would like to know why Sonic has to wear white gloves? Lucas Cutter, Leighton Buzzard. Sega Mega Hog Tag Winner.



Sonic says it's because he's so hand-some (groan!), but it could be that it's one of those

strange, unwritten laws that applies to most comic heroes!



## WEE BALD PATCH!

Dear STC,

I have put every one of your centre-page pin-ups on my wall, but there is a small, bare patch which could be filled nicely with a poster of Tails. Can you help me?

Ben Shillabeer, Scarborough, N Yorks. Sega Mega Hog Tag Winner.



Yes, I suggest you turn to the centre-pages and fill it with a nice Buzz Bomber Pin-up instead!

The Loch Ness Hedgehog!





# NEXT ISSUE

SHORT, SHARK,  
SHOCK!



with  
**CAPTAIN  
PLUNDER!**

COMPLETE  
STORY

**SONIC**

THE WASP WARRIORS!

**DR ROBOTNIK**

HEAD IN THE CLOUDS!

**DECAP ATTACK**

MEET MR TWITCH!

PLAYS

VIRTUA FIGHTER KIDS  
SATURN REVIEW!

BADNIK  
PIN-UP!

SONIC 3 Q ZONE  
BEAT THE BOSSES!

STC 92 ON SALE WED, 27 NOVEMBER '96

£1.20

## DATA STRIP

I'VE BEEN READING  
STC SINCE ...

ISSUE

AGE

NAME .....

ADDRESS .....

MY FAVOURITE ...

FILM/VIDEO IS .....

BAND/SINGER IS .....

MY SEGA SYSTEM ...

TICK-

GG ☐

MCD ☐

MD ☐

MM ☐

MS ☐

32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

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THIS ISSUE'S  
MEGA HITS!

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YOUR RATING FOR ISSUE 91

%



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